

**AMENDMENT AND RESPONSE**

Applicant: Mark L. Yoseloff

Serial No.: 09/405,921

Filed September 24, 1999

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

Docket No.: 307.026US1 PA0368.ap.US

Examiner: S. Ashburn

Group Art Unit: 3713

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**CLEAN COPY OF CLAIMS IN COMPLIANCE WITH 37 C.F.R. 1.121**

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1. A computerized wagering game apparatus, comprising:
  - a computerized game controller operable to control a computerized wagering game;
  - a video display device providing a visual representation of a signal provided by the computerized game controller such that the video display device displays at least one visual image selected from the group consisting of
    - a) computerized wagering game status information and
    - b) symbol elements that change with the play of the wagering game;
  - a communication port communicatively coupled to the computerized game controller;
  - a interface assembly comprising one or more user interface devices; and
  - an I/O interface configured to communicatively couple the interface assembly to the communication port.
2. The computerized wagering game apparatus of claim 1 wherein the game controller is an IBM PC-compatible computer system
3. The computerized gaming apparatus of claim 1 wherein the communication port is selected from the group consisting of a PC serial port, PC parallel port, and a USB port.
4. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices are selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.
5. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a credit management device.
6. The computerized wagering game apparatus of claim 5 wherein the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.

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7. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a security device.

8. The computerized wagering game apparatus of claim 7 wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.

9. A method for reconfiguring a computerized wagering game apparatus having a harness for associating computerized game controller with output devices in the apparatus, the method comprising:

a) removing an original special-purpose computerized game controller used to control a computerized wagering game from the apparatus, the original computerized game controller designed to and capable of working exclusively with a particular computerized wagering game apparatus;

b) inserting a universal computerized game controller operable to control a video wagering game that can be played on the video wagering game apparatus and an I/O interface that operatively couples the universal computerized game controller to user interface devices of the wagering game apparatus; and

c) sending signals from the computerized game controller through the I/O and harness to confirm proper communication between the computerized game controller and the user interface devices.

10. The method of claim 9 wherein after said sending signals, the video gaming apparatus enables a video display device associated with the video wagering game apparatus to provide a visual representation of a signal provided by the computerized game controller such that the video display device displays at least one visual image selected from the group consisting of a) computerized wagering game status information and b) symbol elements that change with the play of the wagering game.

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11. The method of claim 9, wherein the universal computerized game apparatus is an IBM PC-compatible computer system.
  12. The method of claim 9, wherein the I/O interface is operatively coupled to a communication port selected from the group consisting of a PC serial port, a PC parallel port, and a USB port.
  13. The method of claim 9, wherein at least one of the user interface devices is selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.
  14. The method of claim 9, wherein at least one of the user interface devices comprises a credit management device.
  15. The method of claim 14, wherein the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.
  16. The method of claim 9, wherein at least one of the user interface devices comprises a security device.
  17. The method of claim 16, wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.
  18. An interface adapter configured to operatively couple an interface assembly to a communication port operatively coupled to a computerized video wagering game controller comprising nonvolatile storage with instructions stored thereon, the instructions when executed operable to cause the computer to execute a video wagering game controlled via the user interface assembly.
  19. A computerized wagering game apparatus, comprising:

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a universal computerized game controller operable to control a computerized wagering game;

a video display device providing a visual representation of a signal provided by the universal computerized game controller such that the video display device displays at least one visual image selected from the group consisting of

- a) computerized wagering game status information and
- b) symbol elements that change with the play of the wagering game;

a communication port communicatively coupled to the computerized game controller;

a interface assembly comprising one or more user interface devices; and

an I/O interface configured to communicatively couple the interface assembly to the communication port.

20. The device of claim 1 wherein the computerized game comprises an embedded mother board.

21. The method of claim 9 wherein the universal computerized game controller is an embedded mother board.

22. A universal video gaming controller comprising:

- a pin connector for attachment to a video gaming apparatus;
- a connector to a circuit board;
- the circuit board having controls for peripherals in the gaming apparatus which can be executed by a computer; and
- the circuit board having a port to connect the controls for peripherals to a computer within the gaming apparatus.

23. The universal gaming controller of claim 22 wherein the peripherals include at least one function selected from the group consisting of button controls, coin acceptors, touch

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screen coordinates, credit managers, currency acceptors, operating system, security devices, game operating code and a store of images.

24. The universal gaming controller of claim 22 wherein the port is connected to a computer to execute the controls for peripherals.
25. The universal gaming controller of claim 23 wherein the port is connected to a computer to execute the controls for peripherals.
26. The universal gaming controller of claim 22 wherein the gaming apparatus is a video gaming apparatus.